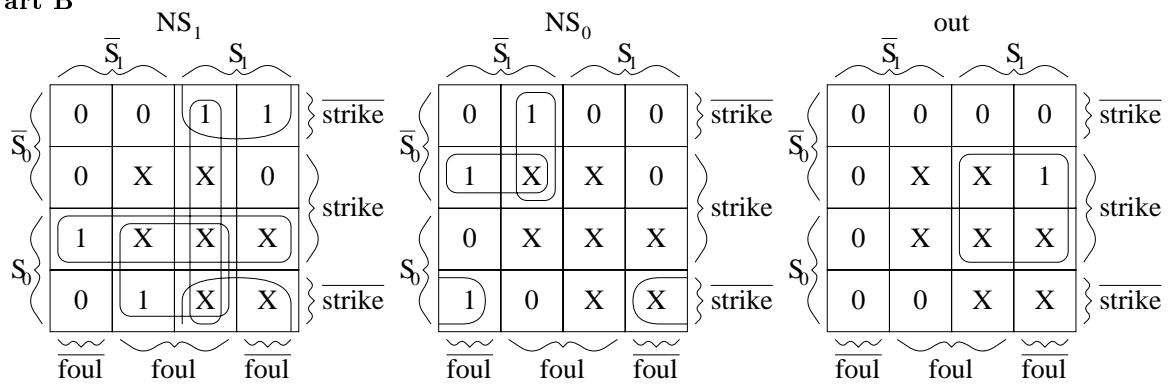


Strike State Machine

Part A

S_1	S_0	strike	foul	NS_1	NS_0	out
0	0	0	0	0	0	0
0	0	0	1	0	1	0
0	0	1	0	0	1	0
0	1	0	0	0	1	0
0	1	0	1	1	0	0
0	1	1	0	1	0	0
1	0	0	0	1	0	0
1	0	0	1	1	0	0
1	0	1	0	0	0	1

Part B



$$NS_1 = strike S_0 + foul S_0 + \overline{strike} S_1$$

$$NS_0 = \bar{S}_0 \bar{S}_1 strike + \bar{S}_0 \bar{S}_1 foul + S_0 \overline{strike} \overline{foul}$$

$$out = S_1 strike$$

Part C

